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1 [Sensing GamePad: electrostatic potential sensing for enhancing entertainment oriented interactions](#)



Jun Rekimoto, Hua Wang

April CHI '04: CHI '04 extended abstracts on Human factors in computing systems 2004

Publisher: ACM

Full text available: [pdf\(306.61 KB\)](#)

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This paper introduces a novel way to enhance input devices to sense a user's foot motion. By measuring the electrostatic potential of a user, this device can sense the user's footsteps and jumps without requiring any external sensors such as a floor ...

Keyw ords: electrostatic, game input devices, input devices, physical interaction, sensing

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